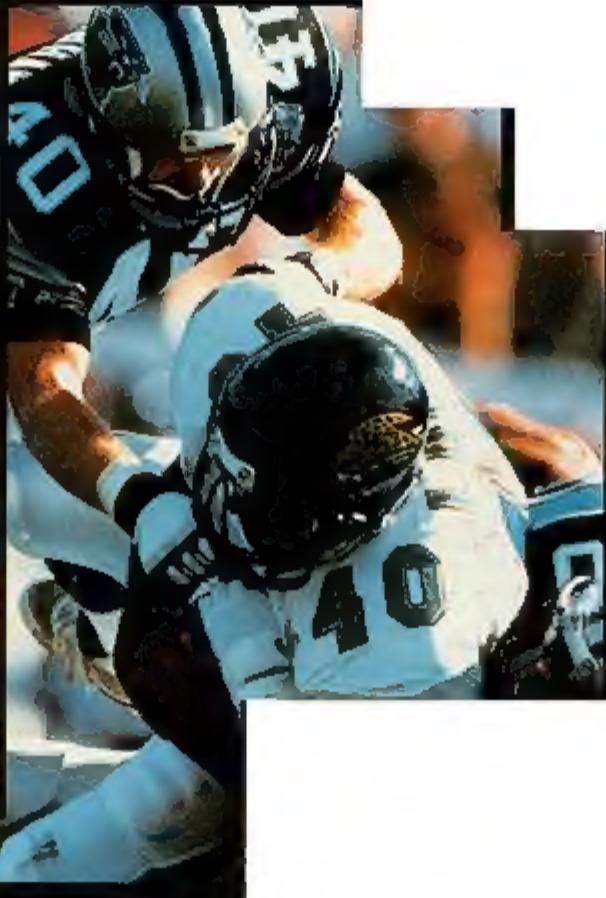


MADDEN

NFL PLAYERS 96



INSTRUCTION BOOKLET



EA
SPORTS

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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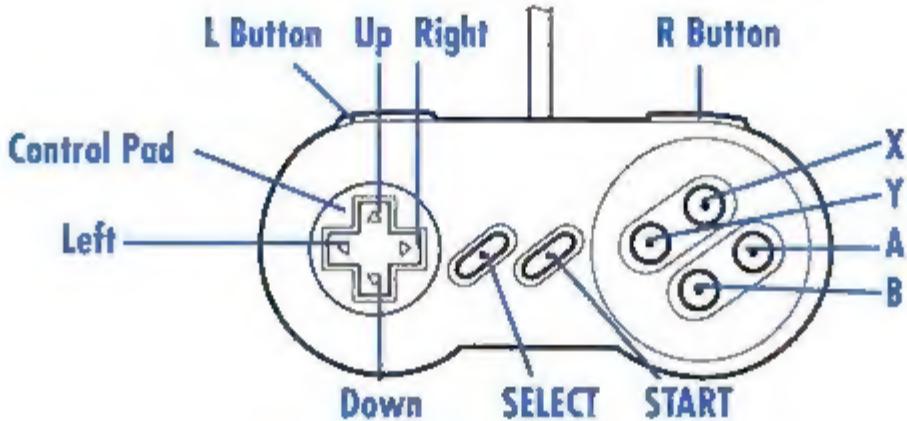
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STARTING MADDEN NFL® 96

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
WARNING: Never try to insert or remove a game pak when the power is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. The EA Sports™ logo appears. If you don't see it, begin again at step 1.

CONTROL SUMMARY



General

| | |
|-------------|---------------------------|
| Move player | Control Pad any direction |
| Pause | START |

Kickoff

| | |
|--------------------------------------|---------------------------|
| Start the power bar | B |
| Aim kick left/right | Control Pad ⌘/⇟ |
| Kick the ball | B |
| Call an audible | A |
| Line up right/left | A/B |
| Return to standard kicking formation | Y |
| Call for a fair catch | SELECT |
| Control the kick receiver | Control Pad any direction |

BEFORE THE SNAP

Defense

| | |
|--------------------------|----------------------|
| Select player to control | B or X |
| Show blitz new | L or R |

Offense



| | |
|--------------------------|-------------------------------------|
| Set a man in motion | Control Pad ⌘/⇟ |
| Select player to control | B or X (multi-player) |
| Fake snap signal | X |
| Snap the ball | B |

Calling and Audible

| | |
|------------------------|-----------------------------------|
| Call an audible | A |
| Cancel audible | X |
| Select an audible play | Y , B , or A |

AFTER THE SNAP

Defense

| | |
|------------------------------------|----------|
| Control player closest to the ball | B |
| Jump and raise hands | X |
| Dive | Y |
| Power Tackle | A |

Offense **Rushing**

| | |
|---------------------------------|---------------|
| Burst of speed | B |
| Spin | A |
| Dive/QB slide | Y |
| Lateral to closest teammate new | L or R |
| Hurdle | X |

Passing

| | |
|--|---------------------------|
| Move the QB (scramble) | Control Pad any direction |
| Bring up passing letters | B |
| Pass to receiver Y, B, A, L, or R | Y, B, A, L, or R |
| Throw the ball away (receiver letters up) new | SELECT |
| Lateral to closest teammate (receiver letters down) new | L |

Receiving

| | |
|--------------------------------------|----------|
| Control receiver closest to the ball | B |
| Jump and raise hands | X |
| Dive | Y |
| Spin | A |

PUNTING/KICKING

| | |
|-------------------------------|--|
| Fake snap signal | X |
| Start power bar/snap the ball | B |
| Aim the kick | Control Pad \leftrightarrow / \circlearrowleft |
| Kick the ball | B |

PLAY CALLING

| | |
|---|--|
| Move play selection highlight | Control Pad $\triangle/\circlearrowleft$ |
| Flip play (Offense only, not for Special formation, Goal Line, or Madden plays) | X |
| Reset/back up to formation | L, R |
| Choose a play | Y, B, or A |

MENUS

| | |
|---|--|
| Move highlight up/down | Control Pad $\triangle/\circlearrowleft$ |
| Cycle through choices | Control Pad $\circlearrowleft/\circlearrowright$ |
| Select highlighted option | START |
| Select highlighted option in Pre-Game and Game Pause screen | B |
| Back up one screen | X |



MADDEN NFL 96

It's third and seven and you're a little worried that your team isn't going to make the first down conversion. The wide receiver takes off on a slant pattern and the crowd quiets down. Everyone knows there's no way to stop him from catching the ball. The QB drills the pass and puts the ball right between the receiver's numbers. The crowd stands up in triumph. Suddenly, the receiver jukes the socks off of the cornerback and watches him slide to the turf. He sees daylight and knows no one's got an angle on him. He's cruising down the sideline, thinking about dancing in the end zone. A quick check over his shoulder makes him step it up a tiny bit. 20, 15, 10, 5, Touchdown! Chalk up another one for the home team. The crowd goes crazy. "They're going to the Super Bowl for sure this year..."

That's what football's all about, and that's what *Madden NFL 96* is all about too.

New Features:

- ✓ New Playbook
- ✓ NFL Players
- ✓ 5 Receiver Passing Mode
- ✓ Create players and run the team from the Front Office
- ✓ Trade Players
- ✓ Make Global Substitutions
- ✓ New 3D rendered graphics and animations
- ✓ Additional Commentary from Pat Summerall

MADDEN NFL '96 SCREEN

Choose a game mode, check out NFL Records, or head in through the Front Office and see if you can make it into the NFL as a player.



Control Pad $\triangle/\circlearrowright$
to highlight option



Press **START** to
select the highlighted
option and continue

PLAY NOW

If you're anxious to get out on the gridiron, choose PLAY NOW and play an exhibition game at any of the 30 available stadiums.

To start an exhibition game:

- From the *Madden NFL 96* screen, highlight PLAY NOW and press **START**. The Team Select screen appears.

TEAM SELECT

It's time to choose up sides and decide which team you want to play for. Check each teams' key players to find out who to look for in big play situations.

Control Pad  to cycle through teams



Press **Y** or **A** to cycle through team information and key players

Press **START** to accept the team matchup and continue
Press **X** to return to the *Madden NFL 96* screen

GAME SETUP

Customize the upcoming game to your specifications.

Control Pad  to highlight option



Control Pad  to cycle through choices



Press **START** to accept the game setup and continue
Press **X** to return to the Team Select screen

(Default settings in **bold**.)

QUARTER LEN. Choose to play 3, 5, 10, or 15 minute quarters.

STADIUM Choose any one of 30 available stadiums.

WEATHER Choose to play in **FAIR**, **WINDY**, **RAINING**, **SNOWING**, **NIGHT**, or **VARIABLE** conditions.

PENALTIES Choose to play with **ALL** penalties on or turn **PI** (Pass Interference) **OFF**.

ROSTERS Original, Modified

Note: The refs always call Offsides and Delay of Game infractions.

CONTROLLER SETUP

Choose the teams that you and your opponent want to control, or choose your team and let the CPU (Super NES) control the opposing team.



Press **START** to accept controller setup and continue

MULTIPLE PLAYER GAMES

In multiple player games, the player using controller 1 kicks the ball, calls the offensive and defensive plays and controls the quarterback.

Each controller has a colored star next to it and is used to control the player on its corresponding color-coded star. Up to five players can play at the same time using the Multi-Player Adapter.

- To become the intended running back or pass receiver on offense, players with controllers 2-5 press **B** or **X**.

With the Multi-Player Adapter five players can play head-to-head or as teammates. Plug the adapter into controller Socket 2 on the Super NES, and you're ready to go.

Caution: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse or controller socket 1.

Controller

1

2

3

4

5

Color-coded Star

Yellow

Red

Green

White

Blue

TEAM MATCHUP

The Team Matchup screen provides a pre-game skills comparison between the two teams and each team's individual players before you take the field.

Overall Ratings

Check out how well your team stacks up against the opposition.

Overall Rating

Control Pad Δ/∇
to scroll through
rating comparisons



Press A or Y to view Player Ratings

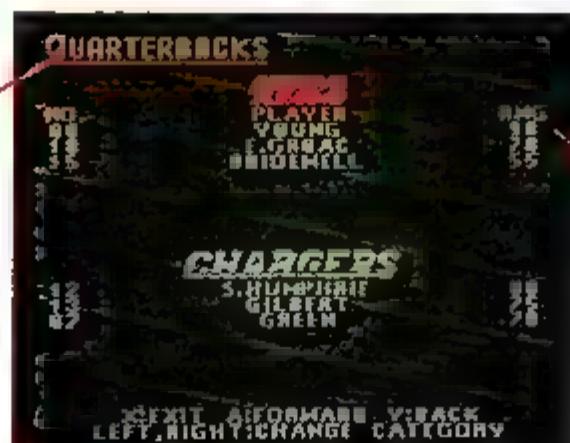
Press **START** or **X** to continue

Player Ratings

For a deeper look at how your team's talent matches up against your opponent's team, check out the individual player ratings.

Press **A/Y** to cycle
forward/backward
through positions

Control Pad (C/D)
to cycle through the
rotating categories



Press **START** to continue

Press X to exit and continue

PRE-GAME SHOW

After a brief commentary from Madden and Summerall about the upcoming contest, the Pre-Game Show menu appears.

From the Pre-Game Show screen you can make coaching decisions and customize the upcoming battle.

Control Pad \triangle/\square
to highlight option

Press **B** to select
the highlighted
option



Press **START** or **X** to exit and continue

Start Game

- To start the game, highlight Start Game and press **B** or press **START**.

Game Play Options

Set up details for the upcoming game.

Control Pad \triangle/\square
to highlight option

Press **B** to select
the highlighted
option



Press **START** to continue.

Press **X** to return to the previous screen.

Set Audibles

Audibles are called from the line of scrimmage to make last second changes to the opposing team's formation. You can set up three defensive and three offensive audible plays.

- To set offensive/defensive audibles, highlight Offense or Defense and press **B**.
- To set an audible for the Y, B, or A button, highlight Audible Y, Audible B, or Audible A and press **B**. A play calling window appears
- Choose a formation and a play by pressing **Y**, **B**, or **A**.
- When you have set all three audibles, press **X** to return to the Game Play Options screen.

Set Penalties

- To turn penalties on or pass interference off, highlight ALL or PI OFF and press **B**. For more information, see *Penalties* on p. 16.

Set Skill Level

- To choose a skill level, highlight NOVICE, INTERMEDIATE, or ADVANCED and press **B**

Music Mode

- To turn music on or off, highlight MUSIC ON or MUSIC OFF and press **B**.



Play Call Mode

Madden NFL 96 automatically starts in Direct play calling Mode. When the competition is heating up and you want to be sure your opponent can't guess what play you just called, choose Bluff Mode.

- To choose Bluff mode or Direct Mode, highlight BLUFF MODE or DIRECT MODE and press **B**.

When you select Bluff Mode only one highlighted box appears on the play calling screen. For more information about Bluff Mode, see *Calling a Play* on p. 26

Pass Catch Mode

If you want to make sure your receiver is exactly where he should be to catch a pass, choose Manual Catch Mode to take control of the receiver while the ball is still in the air. If you want to let *Madden NFL 96* worry about getting the receiver into position, choose Automatic Catch Mode. In Automatic Catch Mode you can take control of the receiver after a pass completion.

- To choose manual or automatic pass catch mode, highlight **MANUAL CATCH MODE** or **AUTO CATCH MODE** and press **B**.

Passing Mode

- To choose the number of receivers, highlight five receivers or single receiver and press **B**.

Note: In Single Receiver mode, press **A** to toggle through the available receivers and **B** to pass.

Substitutions

Each team has a full roster of NFL Players, and you can send any available member of the squad out onto the field when you need them. If a player is injured, a replacement is substituted in automatically.

Madden NFL 96 allows you to make global substitutions (replace an offensive or defensive player in all formations), or formation specific substitutions (replace a player only when certain formations or plays are called). For example, you may want to send in your best blocking back on passing plays but put in your best tackle-breaking halfback for a running play.

To make formation specific substitutions:

1. Control Pad \triangle/\square to highlight Offense or Defense, and press **B**. The Offense or Defense screen appears.
2. Control Pad \diamond/\circ to highlight an offensive or defensive formation and press **B**. The Formation screen appears.

Offensive Formations

Far-Near
I Form
Single Back
Run and Shoot
Pro Form
Shotgun
Goal Line

Defensive Formations

3-4
4-3
Nickel
Dime
Goal Line

3. Control Pad \triangle/\square to highlight an offensive or defensive position and press **B**. The Position screen appears.

Offensive Formations

Quarterbacks
Running Backs
Receivers
Offensive Line

Defensive Formations

Defensive Line
Linebackers
Cornerbacks
Safeties

Control Pad to highlight a player

Press **B** to select the highlighted player/
Press **Y** to cancel

Control Pad to scroll through stat categories



Press **A** to reset the default line-up

Press **SELECT** to toggle between player names and position abbreviations

4. Control Pad to highlight an active player.
5. Press **B** to select the highlighted player. A small arrow appears indicating that the player has been selected for substitution.
6. Control Pad to highlight an available player, then press **B** to make the substitution.
7. Press **START** or **X** to leave the substitution and return to the Formation screen.



To make global substitutions:

1. Control Pad to highlight Global Offense or Global Defense, and press **B**. The Global Offense or Global Defense screen appears.
2. Control Pad to highlight an offensive or defensive position and press **B**. The Position screen appears.
3. Follow steps 4-7 above to complete your player substitution.

NFL Records

The NFL Records screen keeps track of outstanding individual accomplishments. If you break a world record, the NFL Records Entry screen

appears at the end of the game so you can enter your name. For more information, see *Records* on p. 24.

NFL SEASON PLAY

Take your favorite team through an entire season based on the actual 1995-96 NFL schedule. If you're good enough, you can make it to the playoffs and have a shot at winning a Super Bowl ring.

Control Pad  to highlight option



Press **START** to select the highlighted option and continue

Press **X** to return to the *Madden NFL 96* screen.

Once a new season begins, League Stats and League Standings are accumulated. You can stop mid-season and continue at a later time without having to start again at the beginning. See *Cont. Playoffs/Season* on p. 17.

- To start a new season, highlight NEW NFL SEASON and press **START**. The NFL Schedule for Week 1 appears

New NFL Season

Madden NFL 96 creates an entire NFL season complete with a post-season playoff tournament that leads up to the Super Bowl.

Play any games you choose throughout the season or stick with your favorite team and try to win the Super Bowl. The Super NES (CPU) can simulate any games that you wish to bypass, but you must play in the Super Bowl. Realistic statistics and standings are compiled and saved for every game, whether played or simulated.

NFL Schedule for Week 1

You play out checked games, and the Super NES simulates all the other games.

Control Pad \triangle/\square
to highlight a
matchup



Press **B** to select a
matchup

Press **Y** to view a team's entire schedule
Press **X** to return to the *Madden NFL 96* screen

Team Schedule

View each team's schedule for the whole season.

- To highlight a team, Control Pad \triangle/\square .
- To view the highlighted team's season schedule, press **Y**.

New Playoffs

Madden NFL 96 sets up a 4-round playoff tree, leading up to the Super Bowl. Your team enters the playoffs as either a wildcard team or division champion with a tough schedule on the way to the championship.



- To start a new playoff, highlight New Playoffs from the NFL Season Play screen and press **START**. The Wildcard Playoffs screen appears.

Wildcard Playoffs

Control Pad \triangle/\square
to highlight a
matchup



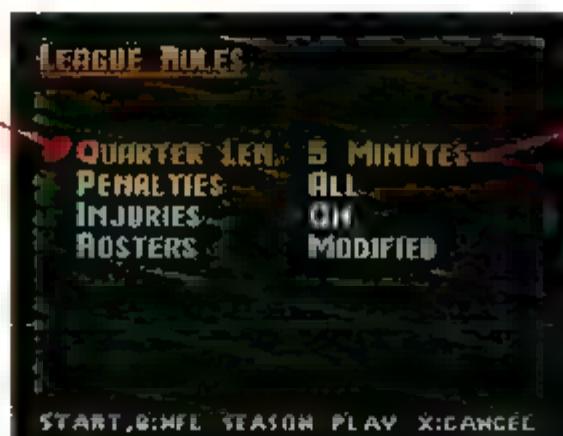
Press **B** to select a
matchup

Press **START** to play a selected game or to move to the next week of the season
Press **X** to return to the NFL Season Play screen

League Rules

Control Pad \triangle/∇
to highlight option

Control Pad \square/\Box
to cycle through



Press **START** to accept the league rules and continue

Press **X** to return to the NFL Season Play screen

Customize the season or playoff game rules to your specifications.

- To set up the league rules, highlight League Rules from the NFL Season Play screen and press **START**. The League Rules screen appears.

Quarter Len.

Choose to play 3, 5, 10, or 15 minute quarters.

Penalties

Choose to play with **ALL** penalties on or turn PI (pass interference) **OFF**.

Injuries

Toggle the chance of players getting injured and having to be taken out of the game **ON/OFF**.

Rosters

Use your **MODIFIED** rosters or reset the **ORIGINAL** default rosters.

League Stats

View the top ten players in the NFL, AFC, and NFC for each of the following types of stats

Passing
Receiving
Rushing
Defense

Kicking
Punting
Kick Returners
Punt Returners

Or, view each player's stats in relation to their teammates.

- To cycle through NFL, AFC, NFC, or Team Stats highlight CATEGORY and Control Pad \triangle/\square .
- To cycle through Types of Stats/Teams, highlight TYPE/TEAM and Control Pad \triangle/\square .
- To view stats, press **START**.
- To view additional stats within the 8 statistical categories, Control Pad \triangle/\square .
- To return to the NFL Season Play screen, press **X**.

Note: Players that are not part of the NFLPA are not represented in the game by name, but by number.

League Standings

Use this screen to keep an eye on your competition. You can check the overall league standings as well as each team's record in its own conference and division.

- To cycle through league, conference, and division standings, press **A/Y**.
- To cycle through additional statistic categories, Control Pad \triangle/\square .
- To return to the NFL Season Play screen, press **X**.



Cont. Playoffs/Season

Select this option to load a saved season or playoff and return to the last completed game.

- To continue a saved PLAYOFFS/SEASON, highlight CONT. Playoffs/Season and press **START**.

Note: Only one playoff or season series can be saved at a time. If you start new playoffs or a new season, any saved playoff or season games will be erased, and you will have to start over at the beginning.

FRONT OFFICE

Thanks to modern technology, we've simulated NFL pro tryouts and brought them into your living room. You might still work up a bit of a

sweat, but the worst physical pain you'll probably suffer is a bit of a flattened thumb.

The Front Office feature allows you to create a player at any position and see if you can successfully make it through the Scouting Combine.



Press **START** to select the highlighted option and continue

Press **X** to return to the *Madden NFL 96* screen.

Sign Up New Player

To Enter your name:

1. Control Pad ▲/▼ to scroll through the letters.
2. Press **B** to move to the next space
 - To back up one space, press **Y**.
3. When you have entered your name, press **START** to confirm your entry and continue.

To Complete the Registration form:

4. Control Pad ▲/▼ to cycle through the choices for HEIGHT, WEIGHT, TEAM, POSITION, JERSEY NUMBER, and SKIN COLOR. When you have made each choice, press **START** to confirm your entry and continue.

Official Tryout Registration

Take your newly created player through a series of grueling events designed to test his ability at the position he hopes to land. Each position (QB, OL, RB, WR, DL, LB, DB, K, P) has several different sets of test events. After each event you are given a scout rating ranging from 0-100. This rating is used in conjunction with a table that takes into

account earlier choices of height, weight, and position, to give an actual 1-15 rating in each skill category.

You must complete the events in order. The upcoming event flashes on the screen.

- To begin each event, press **START**.

40 Yard Dash

This race is your basic all out sprint. The 40 yard dash sets the standard for gauging the speed of NFL players.

The speed of your player varies according to his height, weight, and how fast you press the buttons. For example, if you have created a behemoth offensive lineman who stands 6'6" tall and weighs 380lbs., you're going to have a harder time maintaining speed and getting across the finish line in a hurry.

- To run, press the **Y** and **B** buttons repeatedly as fast as you can.

Obstacle Course

The object here is to run around the tackling dummies and make it to the finish line as quickly as you can. The trick is that you must run to the right of the red dummies and to the left of the blue dummies. You are penalized 2 seconds for running on the wrong side of a dummy.



- To run, hold **B**.

- To run to the left/right of the dummies, Control Pad any direction.

Coach Rogers

Pay attention, son! In this drill, the coach shouts out a series of directions and expects you to have enough brains to repeat it. The first time you have to remember three directions, and each additional time, the coach adds one more direction to the sequence. As soon as you mess up the sequence, the drill is over.

- To repeat the coach's directions, Control Pad in the appropriate direction.

Passing Range Drill

Let's see what kind of an arm you've got. We'll give you a ten yard start then see how far you can wing that pigskin.

- To get a good running start, press Y and B repeatedly as fast as possible.
- To adjust your throw angle when you reach the ten yard line, hold X and release it when the desired throwing angle is reached.

RB/Receiver Catch Drill

Suit up and head out onto the field. The coach wants to see what kind of hands you've got. In this drill you have ten chances to get open against some well respected defensive backs. Run any pass route you want and when you're open, call for the pass. Try and get as many yards as you can. It's pretty tough to get open and it gets even tougher. After five attempts, a second defensive back comes out to help defend you, and in the receiver catch drill, after eight attempts a third comes out to really smother you.

- To start the play, press Y.
- To go out for a pass, Control Pad any direction.
- To call for a pass, press B
- To spin, press A.
- To raise your hands for the catch, press X.

Note: If you don't call for the pass within five seconds, the QB throws automatically.

Defensive Back Drill

In this drill, nothing stands between the quarterback, the receiver and the goal line—except you. Do whatever you have to do to stop the receiver from catching the ball.

- To run, Control Pad any direction.
- To make a diving tackle, press Y.
- To raise hands, press X.

10 Yard Fight Drill

This one's pretty straightforward. Show the coach if you're quick enough, strong enough and have enough heart to go one-on-one, one-on-two, and one-on-three against some angry defenders and make it across the goal line. Just to make sure you don't wimp out and try to

run away, you can't run outside of the hash marks or back behind the 15 yard line

- To run, Control Pad any direction
- To spin, press **A**.
- To dive, press **Y**.

Protect QB Drill

You don't want to go back to the huddle if that cranky QB is gonna yell at you. So, protect him for goodness sakes! You start out surrounded by a circle of defenders hoping to nail the quarterback. It's your job to find the one that is coming at him and stop him. Do whatever it takes to put the tackler on the ground.

- To stay with the defensive player, Control Pad any direction.
- For a little extra blocking power, press **A**.

Rush QB Drill

Every Defensive player's dream is to rush the QB without obstruction. But, you should have no trouble getting around one big, slow offensive lineman, right? Maybe not. You've got seven seconds to show the coach how much you like quarterbacks.



- To rush the QB, Control Pad any direction.
- To spin around a blocker, press **A**.
- To dive, press **Y**.

Defensive 10 Yd. Fight

Here's your chance to go head on with a running back. They don't have much running room, but you still have to make an open field tackle and stop him from scoring.

- To run control the defender, Control Pad any direction.
- To dive, press **Y**.

Punt/Kick Distance Drill

Since you're trying out for one of the cushier jobs on the team, you don't have to do anything really tough, but you better be able to boot the crud out of the ball.

- To build up forward momentum, press **Y** and **B** repeatedly as fast as possible.
- To adjust your kick angle when you reach the ten yard line, hold **X**.

Punt Accuracy Drill

You have six chances to punt the ball as close to the end zone as possible without it going into the end zone. If your kick goes out of bounds, the ball is marked where it crosses the boundary line. No points are given if the ball doesn't go past the 20 yard line or goes into the end zone.

- To set the punter and power bar in motion, press **B**.
- To aim the punt, Control Pad \triangle/\square .
- To punt the ball, press **B** again.

Kick Accuracy Drill

Unfortunately, so many games come down to the last field goal or extra point attempt. You'd hate to go down in history as the kicker who could have won the game but choked an easy kick instead. There's no time like the present to get out there and start kicking under pressure. You have nine kicks from various points on the field and one longer kick from the 40.

- To set the kicker and power bar in motion, press **B**.
- To aim the kick, Control Pad \triangle/\square .
- To kick the ball, press **B** again.

Assign a New Player

Your new player is put on the NFL Players team, and you can assign him to a team or trade him away.

- To highlight your new player, Control Pad \wedge/\wedge .
- To select the highlighted player and make a trade, press **B**.

Practice Event

Just to be sure you don't buckle up in front of the coach and make a fool of yourself, you can practice any of the tryout events, as many times as you like.

From the Front Office screen:

1. Control Pad \triangle/\square to highlight Practice Event and press **START** The Practice Event screen appears.
2. Control Pad \triangle/\square to highlight an event and press **START**. The event you have chosen appears. For information on each event, see *Sign Up New Player* on p. 18.

Trade Players

Can you believe your team traded away a key player? Do you ever find yourself wishing that you could give the owners and coaches a little advice? Well here's your chance to step in and run things the way you want to

Note: Players that are "greyed out" cannot be selected.

Control Pad \triangle/\square
to highlight from
and to



Control Pad \triangle/\square
to cycle through
teams



Press **START** to go to the team rosters
Press **X** to return to the previous screen

Control Pad \triangle/\square
to highlight from
and to



Press **B** to select
the highlighted
player and make
the trade

Press **START** to go to the team rosters
Press **X** to return to the Front Office screen

Reset Rosters

This option allows you to reset all team rosters to their original lineups. All trades and stats are also deleted.

- To return to the Front Office screen without resetting rosters, press **X**.
- To go back to the original team rosters and clear all trades, go to the Reset Rosters screen, and press **START**.

Delete Players

This option allows you to individually delete any players that you have created.

Note: Players can only be deleted from the NFLPA team. If the player you want to delete is on another team, you must trade him to the NFLPA team before you can delete him.

- To select the player you want to delete, press **A** or **Y**.
- To return to the Front Office screen, press **X**.
- To delete the selected player, press **START**.

RECORDS

The NFL Records screen keeps track of outstanding individual and team accomplishments. If you break a world record during a game, the NFL Records Entry screen appears prompting you to enter your name.

To enter your name:

- To scroll through the letters, Control Pad \triangle/\square .
- To enter the letter and move to the next space, press **B**.
- To back up a space, press **Y**.
- To save your name and continue, press **START**.

PLAYING THE GAME

THE KICKOFF

The opening kickoff can set the emotional tone for the entire game. Make sure your special teams are pumped up before you take the field and kick off.

KICKING



To kick the ball:

1. When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the power bar.
2. Control Pad **←/→** to aim the kick.
3. Press **B** again to stop the power bar and kick the ball. The higher the power bar is at the time you stop it, the further the ball will travel in the air.



As soon as the ball is in the air, rush your kicking team down field as fast as possible and smash the kick returner.

To make a special teams tackle:

- To chase down the kick returner, Control Pad any direction.
- To take control of the player on your team that is closest to the ball, press **B**.
- To make a diving tackle, press **Y**.
- To get a burst of power, press **A**.

Onsides

Use the onside kick to attempt to quickly regain possession of the ball and get back on offense. If you're behind at the end of a game you may want to try an onside kick.

An onside kick must travel at least ten yards. Once the ball has gone ten yards it's "live" and the team that recovers it takes over on offense.

To attempt an onside kick:

1. From kicking formation, press **A** to call up the audible indicator.
2. Press **B/A** to set the onside kick formation. Your kicking team shifts to the right- or left-hand side of the ball
- To return to standard kickoff formation, press **A** to bring up the audible indicator again then press **Y**.
3. Press **B** to set the kicker in motion and start the power bar.
4. Control Pad  and press **B** again immediately to stop the power bar.

RECEIVING

If you don't take control of the kick returner, he automatically gets under the ball, catches it, and begins to run up field. If the kick is deep and he catches it in the end zone he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the ball is taken out to the 20 yard line.

To control the kick returner:

- To run when you have possession of the ball, Control Pad any direction.
- To get a burst of speed, press **B**
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**.

OFFENSE

Calling a Play

Control Pad  to move the play selection highlight



Press **Y**, **B**, or **A** to select a formation/play

To call formations and plays:

1. The Play Calling screen appears before each down. From the huddle, Control Pad $\triangle/\circlearrowright$ to scroll through the formations.

Note: There are more formations and plays available than appear on the screen. Control Pad $\triangle/\circlearrowright$, to view additional formations and plays that are initially off-screen.

- To run a play in the opposite direction, press **X** to flip it. To return the play to its default direction, press **X** again.
- 2. Press **Y**, **B**, or **A** to select the formation in the corresponding box. A set of plays that are available from the selected formation appear.
- To back up and change the selected formation press **L** or **R**.
- 3. Control Pad $\triangle/\circlearrowright$ to scroll through the plays
- 4. Press **Y**, **B**, or **A** to select the play in the corresponding box.

Note: After you have selected a formation and called a play, the only way to change your decision is to call a timeout or an audible from the line of scrimmage. If you call a time out, you are sent back to the huddle where you may choose a different play.



To call a formation and play in Bluff mode:

1. From the huddle, Control Pad any direction to move the highlight box to the formation you want to select.
2. Press **B** to select. The play choice appears.
3. Control Pad any direction to move the highlight box to a play you want to use as a bluff.
4. Press **Y**. The usual tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Control Pad any direction to move the highlight box to the play you want to run.
6. Press **B**. The play is selected, but you stay at the Play Calling screen.
 - To bluff additional plays, press **Y**.
7. Press **A**. You return to the field and your opponent has no idea what you are going to run.

No Huddle

When the clock is running down at the end of the half or, more critically, at the end of the game, you can save time and bypass the Play Calling screen. At the end of a play, you can get right back on the line of scrimmage by running a no huddle offense.

To execute a no huddle play:

1. Immediately after the ref blows the play dead, hold **A**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. Your team runs the same play it ran the previous down.

To run an audible from a no huddle play:

1. Immediately after the ref blows the play dead, hold **A**. Your team rushes back to the line of scrimmage
2. Press **A** to call up the audible indicator.
3. Press **A**, **B**, or **Y** to select the desired audible. (Press **X** if you decide not to run an audible.)
4. Press **B** to snap the ball. Your team runs the selected audible.

To stop the clock from a no huddle play:

1. Immediately after the ref blows the play dead, hold **Y**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. The quarterback immediately throws the ball into the turf.

Running Plays

On the Play Calling screen, rushing plays are displayed against a dark blue background. You can watch the Super NES execute the play or take control of the ball carrier after the hand-off. A colored star and jersey number appear beneath the ball carrier's feet so you know who he is.

To execute a rushing play:

1. When the offensive line is set, press **B** to snap the ball. The hand-off or toss is automatic.
2. Control Pad any direction to take control of the ball carrier and direct him through the line of scrimmage and up-field.

To break tackles and shake defenders:

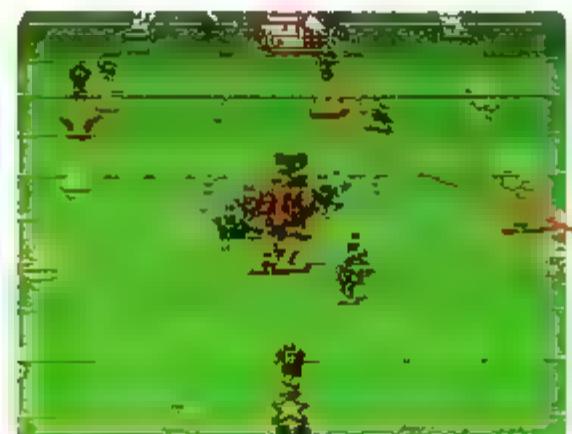
- To get a burst of speed and get around a tackler, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**. (Best used for 3 yards or less)
- To make the quarterback slide feet first to avoid a hard tackle when he is past the line of scrimmage, press **Y**.

Passing Plays

On the Play Calling screen, passing plays are displayed against a light blue background.

To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad any direction to move the quarterback and take over control of the play.
3. Press **B** to call up the passing windows. A yellow letter appears next to each eligible receiver on the field. These letters correspond to the **Y**, **B**, **A**, **L**, and **R** buttons on the Controller.



Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver

4. Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver.

Watch the receivers run their patterns on the field then throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field, marking the ideal reception spot. The receiver automatically completes his pattern toward the crosshair, raises his hands for the ball, and runs upfield if he makes the catch.

You can manually control the designated receiver while the ball is still in the air to make the catch.

To control the intended receiver:

1. When the ball is in the air, press **B** to take control of the intended receiver. A color-coded star appears on the field beneath the player.
2. Control Pad any direction to guide the receiver toward the yellow crosshair.
 - To raise your hands and jump for the ball, press **X**.
 - To dive for the ball, press **Y**.

Note: When playing in the Manual Pass Catch mode, you must take control of the intended receiver or he will simply run his designated pattern.

DEFENSE

Select your defensive formations and play the same way you select offensive plays, described above.



The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. A timer appears on the Play Calling screen that indicates the amount of time left. If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B/X** to take control of a different defensive player.
2. Control Pad any direction to move the selected player

Note: Defensive players can be repositioned anywhere you like, but if they make contact with the offensive line before the ball is snapped or are past the line of scrimmage when the ball is snapped, an offside penalty is called.

To tackle the ball carrier and break up offensive plays:

- To take control of the player closest to the ball, press **B**.
- To jump and raise hands, press **X**.

- To dive, press **Y**.
- To make a power tackle, press **A**.

SPECIAL TEAMS

Special Teams plays are used in punting, extra point, and field goal situations.

To select a Special Teams play on offense or defense:

1. From the Play Calling screen, Control Pad \leftarrow/\uparrow to highlight Special Teams.
2. Press **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad \leftarrow/\uparrow to scroll through the plays
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

GAME PAUSED

When the game is paused, you return to *EA* Sports Central, where John Madden and Pat Summerall are standing by. Check on game stats and summaries, view an instant replay of the last down, or call a time-out. The Game Paused screen offers all of the options available from the Pre-Game Show screen along with additional choices relevant to the present game. For information about the options not listed here, see *Pre-Game Show* on p. 10.



To pause the game in progress:

- To bring up the Game Paused screen at any time during gameplay, press **START**.

To make selections from the Game Paused screen:

- To highlight options, Control Pad \leftarrow/\uparrow .
- To select a highlighted option, press **B**.
- To return to a previous screen, press **X**.

RESUME GAME

Return to the game in progress.

- To return to the game, press **START**.

INSTANT REPLAY

Instant Replay allows you to view those great plays over and over. Utilize the VCR-like controls to step inside the production booth and roll the tape.

To view an instant replay:

- To play at normal speed, press **B**.
- To pause, press **B** a second time.
- To play in super-slow motion, hold **X**.
- To play in super-fast motion, hold **A**.
- To rewind, hold **Y**.
- To rotate the view left/right, hold **L/R**.
- To exit Instant Replay, press **START**.
- To focus the replay on a player or area of the field, Control Pad any direction. A highlight appears, and the camera follows the highlighted player or stays focused on a section of the field.

CALL TIMEOUT

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock to a full 45 seconds. Call a timeout to gather your wits when you must score before the end of the half, or if you're behind and your opponent is attempting to run the clock down.

GAME STATS

Measure the performance of both teams at any time during the game with up-to-the-minute stats in 31 categories. The Game Stats screen lists both teams for easy comparisons.

To view Game Stats:

- To cycle through stats categories, press **A/Y**.
- To exit, press **X**.

TEAM STATS

The Team Stats screen displays current game statistics for each player on the team. Stat categories are separated by position, and rosters are

listed one team at a time. The Team Stats screen is a good place to determine if your players are performing up to their potential before making any substitution decisions.

To view Team Stats:

- To cycle through positions and teams, press **A**.
- To move the highlight through on-screen position groups, Control Pad **↑/↓**.
- To scroll through stat categories, Control Pad **←/→**.
- To exit, press **X**.

SCORE SUMMARY

The Score Summary screen displays a line score showing the amount of points scored by each team in every quarter. You can also review a detailed account of each score.

Note: Only the last 6 score summaries are recorded.

END GAME NOW



If you want to change matchups or just start a new game, choose END GAME NOW.

To end the current game:

- Highlight END GAME NOW and press **B**. The End Game screen appears. (If you have achieved an NFL Record, you are asked to enter your name before you leave the stadium.)
- To go to the End Game Show screen, press **START**.
- To return to the *Madden NFL 96* screen from the End Game Show screen, press **START**.

Note: If you select End Game Now during a season or playoff game, then the current score is recorded as the final score. This score is saved into memory.

*After winning the Super Bowl an all-time team code will appear. To use the code select Play Now from the Main menu. The left team needs to be the team that just won the Super Bowl. Enter the code and the all-time will appear.

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FROM LEFT TO RIGHT: Joe Vance, John Schappert, Ian Schmidt

Tiburon Entertainment, a Longwood, Florida based software developer, strives to create hit games by perfecting a balanced mix of excellent gameplay with outstanding programming and artwork. All of Tiburon's staff are avid gamers who enjoy a wide variety of games, particularly head-to-head games such as sports games, fight games, and, of course, *Bomberman*.

The *Madden NFL 96* team are Ian Schmidt, Joe Vance, and John Schappert. Ian Schmidt is a keen programmer who also enjoys composing and playing music, as well as outings to real sporting events. Joe Vance is newly wed to the former Joan Madden, no relation to John himself, and is well trained in both high end computer graphics and martial arts. Now that *Madden NFL 96* is done, hopefully Ian will get to see a Jaguars game in person, Joe will be able to kick something other than the walls of his office, and both will be able to sink their teeth into the next generation of game machines.

Tiburon Entertainment was founded by veteran Super NES programmers who have been responsible for such past hits as *Desert Strike*, *Clay Fighter*, *NHL 95 and 96*, *Bill Walsh College Football*, *WeaponLord*, and *Madden NFL 94 and 95*.

Their talented staff looks forward to the future, when they will be able to continue to stretch the limits of gaming.



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